

VISIT...

LANZAROTE
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Tutor Teaching Tips

Repeated Reading • I-6

MATERIALS

Reading
Passage:
Part 1 (2 copies)

Timing device;
Graph

Reading
Passage:
Part 2 (2 copies)

Game cards;
Game board;
Markers

Introducing the Passage



5 minutes

Read part 1 of the passage *How Glooskap Found Summer* to provide a model of fluent reading. Read with expression at a normal reading pace, taking about one minute to read the passage.

Give the child a copy of the passage and have him/her read it with you. If he/she has difficulty, slow the pace or read small chunks (one or two sentences), and then have the child read each chunk with you until you have read the entire passage. Read the entire passage with the child one or two more times.

Building Fluency



5–10 minutes

Have the child read the passage out loud while you time him/her for one minute. As the child reads, place a check mark on your copy of the passage over each word that he/she misreads. If the child pauses for three seconds, tell him/her the word and mark it as an error. Do not correct errors during the reading. After one minute, tell the child to stop. Circle the last word the child read. Help the child plot the number of words read on the graph. The goal is 70 words per minute with at least 90% accuracy.

Discuss errors once the child has completed the reading. Discuss word-attack strategies such as sounding out parts of words, looking for smaller words or recognizable chunks within larger words, and thinking about how the meanings of words relate to other parts of the text.

Do not exceed more than four independent readings of a passage in a single session. If the child seems to have too much difficulty, drop to a lower level during the next tutoring session.

Checking for Understanding



5 minutes

Ask the child to retell the passage. Look for detail in his/her retelling. Give the child time to respond independently. If needed, prompt with the following sample questions:

What was the problem in the story? (It was very cold all the time.)

What happened when Glooskap traveled north? (Winter put him under a spell.)

Where did he find Summer? (far to the south)

If time permits, repeat the steps above using part 2 of the passage, *How Glooskap Found Summer*.

Optional Activity



5–10 minutes

PLAYING A WORD GAME: Shuffle and stack the game cards number-side down. Have the child take a card, read the word, and tell how many syllables the word has. Have the child turn the card over to check. If correct, he/she can move up the ladder the same number of spaces as there are syllables in the word. If incorrect, he/she cannot move. Have the child place the card at the bottom of the stack. It is now your turn. Repeat the game as time permits.

Part 1

Long ago, it grew very cold. 6

Ice and snow covered the land. 12

Glooskap, the leader of the people, traveled far north. 21

He came to a house of ice where Winter lived. 31

Winter began to tell stories of when he ruled the earth. 42

Glooskap fell asleep under Winter's spell. 48

But Glooskap's messenger, the loon, awoke him. 55

"Travel south, Glooskap! 58

"You will find a woman who can defeat Winter," he cried. 69

Glooskap escaped and traveled south. 74

He found Summer dancing in the flowers. 81

Glooskap asked Summer to come north with him. 89



Part 2

Summer followed Glooskap to Winter's house. 6

Winter began to tell stories. 11

But Winter's spells could not capture Summer. 18

She chanted her own spell. 23

"You must leave this land," said Summer. 30

Winter wept, and his tears became rivers. 37

Flowers bloomed again. 40

Summer told Winter, "You will have your own land in 50

the north. 52

"You may visit other lands for part of the year. 62

"But in spring, I will drive you out." 70

Since that day, Winter has ruled for part of the year. 81

But every spring, Summer drives him away. 88

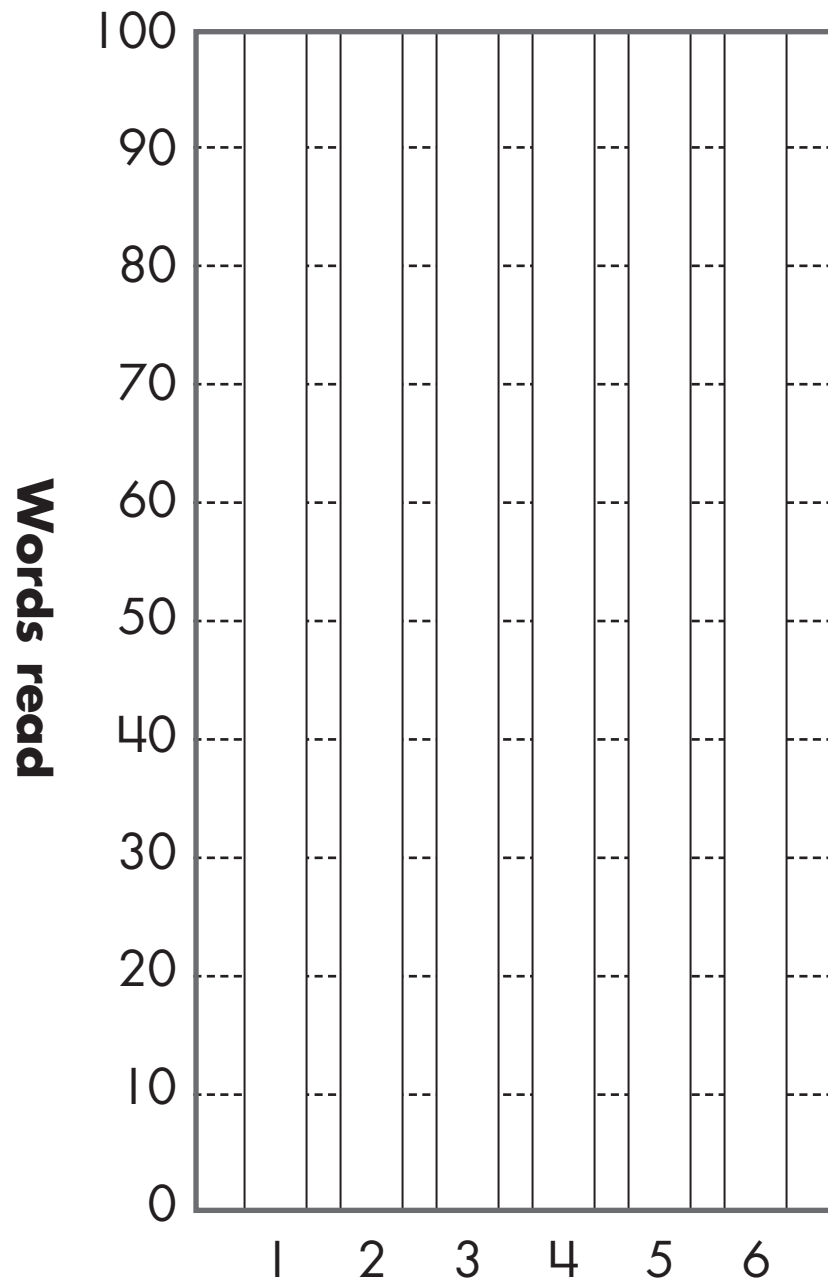


Fluency

Repeated Reading Bar Graph

Lesson I-6

Name _____ Date _____



Number
of errors: _____
1 2 3 4 5 6

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Fluency

 Game Cards (FRONT)

Lesson I-6

long

grew

ago

escaped

where

bloomed

he

wept

messenger

spells

capture

traveled

defeated

every

house

again

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Fluency

 Game Cards (BACK)

Lesson I-6

2

2

1

1

1

1

1

1

2

2

1

3

2

1

2

3

